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Ancient Tarot
of
Marseilles

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ANCIENT TAROT OF MARSEILLES

HOW TO USE THE TAROT CARDS

The ancient Marseilles Tarot pack really consists of two packs in one. First there are twenty-two symbolic cards, which are numbered in Roman figures from I to XXI, the twenty-second card being the Joker which is un-numbered. In addition there is a pack of fifty-six cards divided into four suits like our ordinary playing cards, except that instead of Spades, Hearts, Diamonds and Clubs you have Swords, Cups, Coins and Clubs. (These Clubs are actual cudgels, roughly cut from the bough of a tree, and are the ancestors of the clover leaf design denoting Clubs in our ordinary packs.) The Tarot suits consist of fourteen cards each; in addition to the King, Queen and Jack there is a fourth figure called the Knight.

Every card has two meanings, abstract such as destiny or materialism or intuition, and a practical meaning such as hesitation or trickery, irresistible force, or the strength to shape events. Again, if in the game a card is upside down (inverted) some weakening or delay in the normal meaning of the card is indicated—sometimes the meaning is completely reversed. When there is no indication as to a card's position it is assumed to be upright.

The twenty-two symbolic cards are usually referred to as the Major Arcana, while the fifty-six cards of the four suits are usually referred to as the Minor Arcana. Until you know the meanings of the cards thoroughly and have had a great deal o practice—and have plenty of time at your disposal! —it is best to confine yourself to predictions from the Major Arcana only, disregarding the rest of the pack.

How to Play

Lay the pack of twenty-two Major Arcana face down on the table and shuffle them by mixing them up thoroughly with the right hand, moving in a circular manner from right to left. Shuffling must always be done by the seeker, i.e. the person who wishes to have a prediction of the future concerning himself, and not by the reader or interpreter—*you.*

The Draw

There are three types of draw and the interpreter will instruct the seeker according to which one is to be used.

1. The reduced draw, consisting of a cross of five cards.

2. The medium draw, consisting of twelve cards in a semi-circle.

3. The complete draw, consisting of a complete circle divided into twelve sections.

The reduced draw uses only the twenty-two Major Arcana. The seeker draws four cards as follows: the first card is drawn with his right hand and placed face upwards on his left; the second card is placed face upwards to the right of the first card, leaving one card space between them;

the third card is placed above the gap between the other two, and the fourth card is placed below the gap, so that you now have a cross with the centre card missing. Now add together the numbers of the four cards drawn. For example you might have the Emperor No. 4, the Chariot No. 7, the Wheel of Fortune No. 10, and the Moon No. 18. These add up to 39. There is no card number 39 therefore you now add together the 3 and the 9, making 12, and place card No. 12 (the Hanged Man) in the centre of the cross. If the four cards originally drawn add up to a *lower* figure than 23 then you would put the card whose number corresponds to the total of the four cards in the centre. Make a special note of the fact that the Joker or Fool, which is un-numbered, is for the purposes of the draw No. 22.

It is now the duty of the interpreter to examine the meanings of the five cards in the cross in accordance with the list of meanings given in this book and to inform the seeker what the cards foretell. It is therefore essential for the interpreter to study the meanings of the Major Arcana very thoroughly and in particular the way in which the presence of one card next to another influences or modifies the meaning of the two combined. For example, if Temperance is followed by the Hanged Man the two cards together mean that the seeker will be faced by some indecision in the matter which is in his mind and that this indecision has been caused by the hypocrisy or double-dealing of some other person. Death followed by the Hanged Man signifies that someone known to the seeker will die with unpleasant consequences for the seeker; for example, the seeker might be expecting to inherit a large sum of money under the will of the deceased, whereas he would, in fact, inherit little or nothing, or there might be some unpleasant condition attached to his inheritance by the legator.

The other draws require the full pack of seventy-eight cards.

The medium draw. The seeker draws twelve cards and places them in a semi-circle from right to left. The interpreter analyses these from left to right. If a more penetrating analysis of the future is required the seeker draws a second lot of twelve cards, placing them immediately beneath the others in the semicircle from left to right. The second cards weaken, or strengthen, or in some other way modify or add significance to the meanings of the first twelve.

The complete draw. The draw is done in this way. The first card is placed face down on the table. If it is one of the Major Arcana the second card is placed on top of it; if this is also one of the Major Arcana the third card is placed on top of it; and so on until one of the Minor Arcana is drawn. Once the first pile has a Minor card on it the second pile to the right of it is started; this process continues until there are twelve piles (or, exceptionally, twelve single cards, all of them being Minor) arranged to form a complete circle. In a normal draw some of the twelve sections of the circle will contain single Minor cards while other sections will contain one Minor card and one or more Major Arcana. The sections containing the

Major Arcana are the important ones and enable you to predict the salient points of interest to the consultant. Where one section containing Major cards is separated from the next section by either one or three sections of Minor cards the two sections containing Major cards have a favourable association; where Major card sections are separated by two or five sections of Minor cards the association between the two sections of Major cards are unfavourable.

As you see, it is not difficult to set out one or other of the prediction plays; but the interpretation of the plays requires practice. In the early days you will, of course, have to refer frequently to the meanings given in the remainder of this book, but as you become more skilful you will find that you are able to memorise the meanings and give better and better interpretations. You and your friends will find that the Tarot cards provide many hours of informative entertainment, sometimes amusing.

THE MEANING OF THE MAJOR ARCANA

CARD No. 1
THE MAGICIAN
(also known as The Juggler)

Abstract meaning: The destiny of man struggling with the undercurrents of the occult.

Practical meaning: Hesitation, guile, uncertainty, change caused by chance.

If this card is placed beside a strong card it marks a hesitation and this strong card is weakened by it, e.g. **THE WHEEL OF FORTUNE** or the **DEVIL.**

On the other hand, with **DEATH,** a strong card next to which it can have neither guile nor hesitation; it is inactive.

Inverted: Hesitation and delay.

CARD No. 2
THE HIGH PRIESTESS

Abstract meaning: The occult, intuition, the forces of nature.

Practical meaning: Safety, power over events, something hidden is revealed, bringing strength and the certainty of triumphing over evil. When this card occurs in the game it opens doors and gives meaning to the other cards.

Inverted: It does not lose its powers, it is only delayed, retarded and held back.

The **HIGH PRIESTESS** upright, placed by the **WHEEL OF FORTUNE** upright means: secure future, mastery in an undertaking, success in a domain which is not yet known.

If the **HIGH PRIESTESS** is inverted by the **WHEEL OF FORTUNE** upright, it means conversely: violent downfall, loss of possessions, a ruined future.

Still inverted next to the **DEVIL** upright: a strong, positive and authoritative card; an effort is made to bring about failure or delay, not necessarily failure because of the strength of the card at its side.

The **HIGH PRIESTESS** upright, followed by **TEMPERANCE** upright will add stability to that card and will mean hope of redress in a matter which is failing and uncertain.

The **HIGH PRIESTESS** inverted, followed by **TEMPERANCE** upright also means bewilderment, hesitation, almost unsurmountable difficulties. It must generally be considered that all hope is lost.

CARD No. 3
THE EMPRESS

Abstract meaning: The passive power of the material world.

Practical meaning: A force against which one cannot react.

This is a strong card which influences the cards around it, but is not influenced by them. Appearing in a game it means a state of affairs that nothing can alter, either to lessen or augment.

Inverted: Delay in the accomplishment of some event, which is none the less inevitable.

The **EMPRESS** preceding the **CHARIOT:** Victory.

The **EMPRESS** inverted, preceding the **CHARIOT:** Delay in that victory.

The **EMPRESS** inverted, preceding the **CHARIOT** inverted: Two forces which are neutralised; complete downfall.

The **EMPRESS** preceding the **MAGICIAN:** Success in an enterprise where diplomacy is necessary.

The **EMPRESS** inverted, preceding the **MAGICIAN:** Mishap, lack of success due to this unexpected mishap.

The **EMPRESS** inverted, preceding the **MAGICIAN** inverted: Mishap, without hope of amendment.

Sometimes when a strong inverted card is next to another strong but upright card, the one can neutralise the other, e.g. the **EMPRESS** and the **DEVIL.**

CARD No. 4
THE EMPEROR

Abstract meaning: The Division of the Circle.

Practical meaning: Transient wealth and power.

Inverted: Loss of wealth or loss of authority.

The **EMPEROR** inverted, next to the **WORLD:** Fall from power conflict.

The **EMPEROR** next to the **WORLD:** State of peace, but only temporary.

CARD No. 5
THE POPE

Abstract meaning: The occult power of man.

Practical meaning: A secret revealed, religious or scientific vocation. This is a strong, positive card.

Inverted: A delayed project, a late vocation.

The **EMPEROR** preceding the **POPE:** If the **EMPEROR** comes first he turns his back on the **POPE** who occupies an affirmative position and the meaning is that the **EMPEROR** prefers earthly goods to knowledge.

The **POPE** preceding the **EMPEROR:** Knowledge will separate him from his wealth and from earthly power.

The **POPE** following the **EMPEROR** inverted: By abandoning knowledge, wealth and earthly power will be lost.

The **EMPEROR** inverted, following the **POPE:** means that with knowledge opposing material wealth there is a risk of failure due to pride.

CARD No. 6
THE LOVER

Abstract meaning: The thought of physical love.

Practical meaning: Card of union, marriage.

According to the game it may mean many unions, thus representing infidelity or, in certain cases, a choice to be made. It is a strong, positive card.

Inverted: It means separation.

The **LOVER** preceding the **MAGICIAN:** Indecision in adopting a line of conduct.

The **LOVER** inverted, preceding the **MAGICIAN:** Separation caused by indecision.

The **CHARIOT** preceding the **LOVER:** Projects will be destroyed as the result of a departure.

The **LOVER** preceding the **CHARIOT:** Revelation and betrayal, infidelity. The **CHARIOT** brings the revelation of the betrayal.

CARD No. 7
THE CHARIOT

Abstract meaning: The material currents which carry man along.

Practical meaning: Unexpected news, conquest. It also means news spread abroad by word of mouth. According to its position it can be interpreted—a timely good word or slander.

Inverted: Bad news. This is a card which asserts its authority without being strong.

The **CHARIOT** followed by the **MOON:** News hidden for a long time.

The **MOON** followed by the **CHARIOT:** News of illness, for the **MOON** being of evil influence imposes its troublesome meaning when it has precedence.

The **MOON** inverted, followed by the **CHARIOT:** News of an illness, but not a serious one. The **MOON** is a card of evil influence meaning slander and illness.

CARD No. 8
JUSTICE

Abstract meaning: Equilibrium.

Practical meaning: Trial, rehabilitation, honesty, justice performed. This is a strong card.

Inverted: Loss, unjust condemnation.

JUSTICE followed by the **EMPRESS** makes a combination of two strong cards which cancel one another out. The **EMPRESS** is the card of events taking place and which must inevitably be carried through and it cannot connect in any way with **JUSTICE.** These two cards can only recover a certain amount of authority in the complete game.

JUSTICE followed by the **HIGH PRIESTESS:** Secret revelations in a trial.

The **HIGH PRIESTESS** followed by **JUSTICE:** Events and hidden matters which will be brought to light by justice.

The **HIGH PRIESTESS** inverted, followed by **JUSTICE** inverted: Projects which have miscarried.

CARD No. 9
THE HERMIT

Abstract meaning: The inner life.

Practical meaning: Secret which will be revealed.

Inverted: It does not lose many of its properties, but indicates great delay.

The **HERMIT** followed by the **WORLD:** These two cards do not hold any meaning for the **WORLD** gives too general a meaning and the **HERMIT** one which is too restricted.

The **HERMIT** followed by the **HIGH PRIESTESS:** The **HERMIT** turning his back on the **HIGH PRIESTESS** means a secret which exists, but will never be revealed.

The **HIGH PRIESTESS** followed by the **HERMIT:** Despite the fact that it is wished to conceal certain matters, the **HERMIT,** by the light emitted by his lantern, will succeed in discovering the secret.

The **HIGH PRIESTESS** inverted, followed by the **HERMIT** inverted: Delay.

The **DEVIL** followed by the **HERMIT:** Light will be shed on all matters that words or power have wished to destroy.

The **HERMIT** followed by the **DEVIL:** The forces represented by the **DEVIL** will be more powerful than the light of the **HERMIT,** despite his efforts at shedding this light.

These two cards together are too strong ones and all the cards around them feel their impact.

The **DEVIL** inverted, on the right or left of the **HERMIT** means that despite everything, and after delay, light will be shed and the power of the **DEVIL** will be destroyed.

CARD No. 10
THE WHEEL OF FORTUNE

Abstract meaning: Evolution.

Practical meaning: The events which occur in the life of the seeker are not stable. They move towards change. The outcome is inevitably happy for the card does not indicate deterioration.

Inverted: The transformation will be made with difficulty, but will be made none the less.

The **WHEEL OF FORTUNE** augurs well when combined with the **MAGICIAN**, the **HERMIT**, the **HIGH PRIESTESS**, etc.

The **WHEEL OF FORTUNE** followed by the **MAGICIAN:** Change, development of some situation, happy but unsettled.

The **MAGICIAN** followed by the **WHEEL OF FORTUNE:** After many mishaps the seeker will have success which will be lasting.

The **WHEEL OF FORTUNE** followed by the **HERMIT:** A change takes place as a result of light being shed on an obscure matter.

The **HERMIT** followed by the **WHEEL OF FORTUNE** means that events will triumph over hidden factors, which will not necessarily be brought to light. Although the **WHEEL OF FORTUNE** does not mark a backward step it cannot, however, remain motionless.

The **WHEEL OF FORTUNE** followed or preceded by the **CHARIOT:** Very great triumph.

The **WHEEL OF FORTUNE** followed by the **HIGH PRIESTESS:** Success in science, in literature or in the arts.

The **HIGH PRIESTESS** followed by the **WHEEL OF FORTUNE:** The seeker is unaware of his aptitudes and the **WHEEL OF FORTUNE** opens the way to his advancement.

CARD No. 11
FORCE

Abstract meaning: The Mind can always dominate Matter.

Practical meaning: If you have will-power, events will be overcome. When right is on your side the situation will be mastered.

This is a very strong card which is not influenced by any card around it. When it appears in a game it sets the tone for the entire destiny.

Inverted: Events or people overcome you, you will be the victim of superior forces.

FORCE followed by the **STAR: FORCE** dominates the latter completely and destroys it. Its power collapses. Even if the **DEVIL** is added **FORCE** dominates them both.

DEATH followed by **FORCE:** Brutal death, abrupt break-up of matter.

FORCE followed by **DEATH:** Serious illness but with **FORCE** dominating **DEATH,** then not a fatal one.

When **FORCE** is inverted all the efforts made will be in vain.

DEATH inverted, followed by **FORCE** inverted: There will be a close encounter with death, which will not, however, take place.

FORCE followed by the **CHARIOT:** Triumph, but won at the price of great efforts.

The **CHARIOT** followed by **FORCE:** The power obtained by the card **CHARIOT** will give strength to overcome events still in the future.

CARD No. 12
THE HANGED MAN

Abstract meaning: That which is up is like that which is down.

Practical meaning: A bad card always indicating the abandonment of something, destruction, renunciation, uncertain projects. A card of second rank which has no strength. When enclosed by others its influence is destroyed. It can also mean bound by fate, without free will.

Inverted: This shows the **HANGED MAN** on his feet and thus means possible success in a plan of sentimental nature, but a doubtful success without enjoyment or pleasure. Lack of frankness, reticence, hidden plan, hypocrisy.

TEMPERANCE followed by the **HANGED MAN:** Indecision provoked by hypocrisy.

The **HANGED MAN** followed by **TEMPERANCE:** Same meaning.

DEATH followed by the **HANGED MAN:** Death with bad consequences, e.g. disinheritance.

The **HANGED MAN** followed by **DEATH:** Death produced by evil or criminal means. (In the realm of the mind this card becomes much better and means sacrifice, renunciation.)

The **HANGED MAN** followed by the **DEVIL:** As a result of sacrifice and renunciation, a moral strength which gives power to dominate events. The **DEVIL** card is a card of events. It also gives self-satisfaction and thus very great strength.

The **DEVIL** followed by the **HANGED MAN:** In the case where it is a question of a union, taken in the psychic sense, this combination of cards indicates that there can never be a favourable result without a spirit of sacrifice.

CARD No. 13
DEATH

Abstract meaning: Symbol of movement and steady advance. A figure which reaps with a scythe.

Practical meaning: Death, taken in its current meaning. The end of something.

Inverted: Illness or some shock, but a fatal outcome can be avoided. According to its setting it means death, whose effects do not stop at death alone, but are continued beyond death in evil deeds.

DEATH followed by the **TOWER OF DESTRUCTION: DEATH** and the **TOWER OF DESTRUCTION** combine to mean—death bringing about other deaths as a result of great disasters.

DEATH inverted, followed by the **TOWER OF DESTRUCTION** inverted: Evil consequences are desired following a death, whose action is, however, weakened and is not as effective.

The **TOWER OF DESTRUCTION** followed by **DEATH:** Disaster, catastrophe resulting in death. If **DEATH** is inverted the evil will come to nothing.

DEATH followed by the **WORLD:** Collective illness, epidemic.

The **WORLD** followed by **DEATH:** Plans which fail. The effect has its origin in a more psychic domain and terminates in the physical world.

DEATH followed by **TEMPERANCE:** A death bringing about discussions, hesitations and confusion.

DEATH followed by the **LOVER:** Break up of a marriage, end of affection, grief.

The **LOVER** followed by **DEATH:** Insecure union, affections lacking permanence.

CARD No. 14
TEMPERANCE

Abstract meaning: In every act of renewal nothing is done abruptly but all is in proportion and moderation.

Practical meaning: Reflection, decision which is not immediate. The argument for and against is considered. It is influenced by certain other cards and combines well with **JUSTICE.** It is also a card of equity, indicating clearly by its design an equal share.

Inverted: Fickleness and hesitation will be annulled.

TEMPERANCE preceding **JUSTICE:** After many hesitations and discussions there will be an outcome, thanks to a matter being definitely established, e.g. if justice is done.

JUSTICE preceding **TEMPERANCE:** Despite the good established by an agreement or conversation, the matter in question will not take place, but if **TEMPERANCE** is inverted there will be no more fickleness of conduct.

TEMPERANCE preceding the **LOVER:** Debauchery, inconstancy, instability.

TEMPERANCE inverted, preceding the **LOVER:** After many vacillations and hesitation there will be stability of the emotions.

The **LOVER** preceding **TEMPERANCE:** This combination indicates a being who is grossly mistaken in his affections.

The **LOVER** is a firm card and when **TEMPERANCE** follows indicates deception, hesitation, deceit.

The **LOVER** inverted, preceding **TEMPERANCE:** Betrayal.

CARD No. 15
THE DEVIL

This is a forceful card which has no meaning in the abstract.

Practical meaning: Triumph. It is not a good card in the physical sense for it signifies triumph obtained by wicked means, by scheming. It means fortune acquired by fraud or trickery. In the realm of human influence it means the overpowering of a physical being by unscrupulous means, bringing about the destruction of other beings, but resulting in triumph. This card promises punishment, for when it appears in a game it proclaims that the triumph will only be a temporary one, followed by punishment.

Inverted: Its action has a very evil basis with the most harmful effects.

The **DEVIL** preceding the **EMPEROR:** For a country, a rule secured by tyranny and the forces of evil unleashed.

The **EMPEROR** preceding the **DEVIL:** A ruler or person holding power threatened with mortal downfall by the people of evil intent who surround him. He cannot retaliate against them, especially if the **DEVIL** is inverted.

This explanation may apply just as well to a being, or individual, as to a person of rank. The **EMPEROR** can represent any individual.

The **DEVIL** preceding **JUSTICE:** Wrongful arrest, betrayal.

JUSTICE preceding the **DEVIL:** Infringement of the law by delaying tactics which are cleared up and unmasked at the last moment because **JUSTICE** precedes the **DEVIL.**

The **DEVIL** preceding the **POPE:** Harmful teaching or doctrine.

The **POPE** preceding the **DEVIL:** Two forces are in opposition struggling against one another and likely to have repercussions, motivated by the cards which follow the **DEVIL.** If the card is good it will change the meaning of the **DEVIL** card for the better.

The **DEVIL** preceding the **POPE** inverted: The **DEVIL** card has all its strength.

The **DEVIL** preceding the **STAR:** The combination of these two cards has above all an abstract meaning because the **STAR** has complete influence over the **DEVIL** and neutralises it. In physical life: Triumph of the emotions, ardour, power.

The **STAR** preceding the **DEVIL:** The meaning does not change.

The **STAR** inverted, preceding the **DEVIL** inverted: In practical life—the disappearance of a very beautiful thing due to loss of equilibrium.

CARD No. 16

THE TOWER OF DESTRUCTION

(The Tower struck by Lightning)

Abstract meaning: The imaginary creations produced by the desires of man. It is a very powerful card.

Practical meaning: A plan brought to an abrupt halt, also liberation from prison; it always means a dramatic turn of events or unexpected shock.

When **inverted** it is stronger than when upright and means downfall.

The power of this card prevails over almost all the cards in the pack, but the **WORLD** weakens its influence.

The **TOWER OF DESTRUCTION** preceding the **WORLD:** Physical disaster.

The **WORLD** preceding the **TOWER OF DESTRUCTION:** Disaster of a general order.

The **TOWER OF DESTRUCTION** inverted, preceding the **WORLD:** Unavoidable disaster.

The **WORLD** inverted, preceding the **TOWER OF DESTRUCTION** inverted: The **WORLD** card cannot be inverted for then it becomes null. It must be set upright again.

The **TOWER OF DESTRUCTION** preceding the **HIGH PRIESTESS:** Unforeseen disaster overtakes an established and ordered state of affairs.

The **HIGH PRIESTESS** preceding the **TOWER OF DESTRUCTION:** Physical or mental disaster.

The **HIGH PRIESTESS** inverted, preceding the **TOWER OF DESTRUCTION:** The dissimulation and hypocrisy which ought to bring the disaster will be weakened and it will not have its full power. The moral disaster will be destroyed by the flame, which will come to consume the currents of destruction emanating from the **HIGH PRIESTESS.**

CARD No. 17
THE STAR

Abstract meaning: Harmony based on the psychic and the spiritual in all its forms.

Practical meaning: Satisfaction, love of humanity in all its beauty. The destiny of the feelings which animate the being. A powerful card but easily neutralised. A card with too much physical strength effaces it.

Inverted: Harmony broken in the destiny of the seeker. Physical harmony of short duration.

The **TOWER OF DESTRUCTION** preceding the **STAR:** Death of a feeling.

The **STAR** preceding the **MAGICIAN:** Hopes of making a harmonious agreement in physical life.

The **MAGICIAN** preceding the **STAR:** After ups and downs, harmony will be restored by the force of destiny.

The **STAR** preceding the **EMPRESS:** A happy destiny is assured.

The **EMPRESS** preceding the **STAR:** A strong and determined will to achieve success.

The **STAR** inverted, preceding the **EMPRESS:** Destiny and harmony upset by a stronger power.

CARD No. 18
THE MOON

Abstract meaning: Illusion.

Practical meaning: A bad card because it corresponds to scandal, denouncement, or a secret revealed.

Inverted: An attempted action in the order of things already stated, weakening according to the cards which surround it. It denotes an uneasy state of conscience, which remains latent, whereas if the card were upright it would be made active. This card has strength when combined with **JUSTICE**, the **HIGH PRIESTESS**, the **TOWER OF DESTRUCTION** and the **LOVER.**

JUSTICE preceding the **MOON:** Elements of denouncement, appearances of justice. False witnesses bringing about a wrong condemnation. Facts which, perhaps, exist but which cannot be proved.

JUSTICE preceding the **MOON** inverted: Same effects but weakened due to recognition of mistakes, but without preventing harm.

JUSTICE inverted, preceding the **MOON** inverted: Signifies that the denouncements, the false witnesses, the actions provoked and the uneasy consciences will have no effect.

The **MOON** preceding **JUSTICE:** In this position both the cards have strength. There is a struggle between them so that their meaning depends on the surrounding cards. For example, if **DEATH** follows **JUSTICE,** it means that the person who is attacked will commit suicide.

The **MOON** inverted, preceding **JUSTICE:** Despite a state of uneasy conscience, denouncements and false witnesses, justice is carried out normally and the action of the **MOON** is annulled.

The **MOON** preceding **JUSTICE** inverted: The states mentioned above will triumph over justice.

The **MOON** inverted, preceding **JUSTICE** inverted: Scandal of limited import, easily effaced. Harmful efforts because **JUSTICE** is inactive.

The **MOON** preceding the **TOWER OF DESTRUCTION.** In the abstract: Man creates a belief and builds it up in the hope that it will support him and at the moment when he is going to reach the summit, everything crumbles.

On the physical level: Man wishes to construct a future which he believes to have established on solid foundations, but as these are based on the secret and deep illusions that he has created within himself, his construction falls about him, overthrows and crushes him. Man does not realise his mistake.

The **TOWER OF DESTRUCTION** preceding the **MOON:** Man has built a monument of a physical or mental nature on an illusion. He realises in time that he has built on an insecure foundation, based on his deep desires and that his construction will be consumed by a purifying fire. Man realises his error.

The **MOON** preceding the **TOWER OF DESTRUCTION** inverted: The effects of destruction and ruin of the **MOON** in an upright position are slightly weakened due to the inversion of the **TOWER OF DESTRUCTION.**

The **MOON** inverted, preceding the **TOWER OF DESTRUCTION** inverted: Attempt at destroying a state of affairs, without success. Frustrated plans, lack of success. Grave secrets from hidden depths are made known. With the **TOWER OF DESTRUCTION** upright it means successful destruction. If this card is inverted, those who have committed the wrong will, in turn, suffer from it.

The **MOON** preceding the **HIGH PRIESTESS:** Despite a wish to keep secrets hidden, a stronger power will oblige them to be made known.

CARD No. 19
THE SUN

Abstract meaning: Universal radiance.

Practical meaning: Elements of triumph and success in whatever circumstances one finds oneself. This is a very powerful card which is in no case influenced by the cards around it and which can be applied to all cards.

Inverted: The triumph is very slightly delayed, but never destroyed.

The **SUN** preceding the **TOWER OF DESTRUCTION:** The brilliant triumph and the light destroy all the evil influence of the **TOWER OF DESTRUCTION** so that it becomes powerless.

The **TOWER OF DESTRUCTION** preceding the **SUN:** Despite appearances of destruction, a certain triumph prevails.

The **SUN** preceding **DEATH:** A death will bring about something good, a happy event or a triumph. On a higher plane it means that a death brings a benefit or a triumph, and that by it there is entry into light.

CARD No. 20
JUDGMENT

Abstract meaning: The call of man to a higher state. His tendencies and desires to raise himself above the physical plane.

Practical meaning: Fame of an intellectual order and having a good influence.

Inverted: Fame or glory, but only transient and of short duration. This is the meaning when the card is alone. If it is inverted with other cards, set it upright. It combines with the **CHARIOT** and with many others, but not with the **DEVIL,** the **MAGICIAN,** or the **WHEEL OF FORTUNE** —when it becomes powerless. These cards have too great a physical strength to combine with **JUDGMENT,** which is more concerned with the intellectual than with the physical plane.

The **JUDGMENT** preceding the **CHARIOT:** Great news of public acclaim.

JUDGMENT inverted, preceding the **CHARIOT:** Fame, success, won as a result of effort and not by surprise, as with the preceding cards.

The **CHARIOT** inverted, preceding **JUDGMENT:** The **CHARIOT** inverted means failure, this will therefore mean failure in achieving anticipated glory and fame.

JUDGMENT preceding the **CHARIOT** inverted: Fame, glory, bringing about downfall.

JUDGMENT preceding the **HERMIT:** Fame, glory, triumph, but hidden, almost inner glory. Scientific discoveries. Work performed in obscurity which will make itself brilliantly known later.

JUDGMENT preceding the **HERMIT** inverted: Unexpected news of great benefit and importance, which halts research and makes known a secret which was sought after.

CARD No. 21
THE WORLD

Abstract meaning: The perfection of man.

Practical meaning: The individual. It loses most of its power on the physical plane to which it is in no way adapted. In a game it stands for the almost feminine element. It cannot adapt itself to the masculine. It is a highly individual card. If the seeker is a man it represents his thoughts, but not his individuality. If it is a woman it represents her personality rather than her thoughts. From the point of view of the emotions it means the triumph or negation of feelings according to the cards which surround it. From the point of view of the mind it denotes an inclination towards perfection.

Inverted: Negation of a triumph, of feelings—sacrifice of love.

It combines well with the **HANGED MAN** or with **DEATH,** on an abstract plane, or badly if placed on a material plane, as then it means, for example, hope of triumph and of reaching heights of achievement by death.

It also combines equally well with the **STAR,** the **SUN** and with almost all the cards except **JUSTICE** and the **HIGH PRIESTESS,** which cannot be interpreted on the same plane. **JUSTICE** is situated on the material plane and the **HIGH PRIESTESS** in the occult, the mysterious.

The **HANGED MAN** preceding the **WORLD:** Realisation of a triumph by a voluntary sacrifice.

The **HANGED MAN** inverted, preceding the **WORLD:** Involuntary sacrifice, not optional but obligatory, giving as a reward a triumph determined by the card following the **WORLD.**

The **WORLD** preceding the **HANGED MAN:** Sacrifice, sadness, feelings which are misunderstood or destroyed.

The **WORLD** inverted, preceding the **HANGED MAN:** Complete loss of feeling. The **WORLD** cannot be inverted without the risk of implying negation and must be set upright.

The **MAGICIAN** preceding the **WORLD:** These cards cannot be interpreted together, but only by means of those which surround them. The same applies to the **WORLD** preceding the **MAGICIAN.**

The **SUN** preceding the **WORLD:** Great triumph of everything undertaken in the realm of feeling. A great realisation.

The **WORLD** preceding the **SUN:** Feelings bringing joy, brightness, warmth and harmony, taking their strength from love.

The **SUN** inverted, preceding the **WORLD:** Same effects, but slightly delayed. Feelings slow to make themselves clear, to reveal themselves, and to reach their height.

The **SUN** inverted, preceding the **WORLD** inverted: Deep, noble feelings which have existed and vanished.

THE LAST MAJOR ARCANA, WITHOUT A NUMBER

In the case of an addition this card must be considered as number 22. See the method of the reduced draw.

THE FOOL

Abstract meaning: Man progressing towards evolution.

Practical meaning: Thoughtlessness, lack of order, carelessness in promises, insecurity.

Inverted: As the **FOOL** is a person walking the meaning is that he has fallen or has been halted in his progress. This card combines with certain cards on an abstract plane, but not on a material plane and vice versa.

The **HERMIT** preceding the **FOOL:** A discovered secret will be spread abroad.

The **HERMIT** inverted, preceding the **FOOL:** This secret discovered and spread abroad by the **FOOL** will not have the far-reaching effects that publicity could give it.

The **HERMIT** preceding the **FOOL** inverted: Slander, libellous words spread abroad, but to no avail.

The **FOOL** preceding the **HERMIT:** News of the past is buried.

The **FOOL** preceding the **CHARIOT:** On a material plane—important piece of news coming from afar. From the abstract point of view these two cards do not give different meanings for both have the same aim, the **FOOL** in a heedless way, the **CHARIOT** with knowledge and strength.

The **FOOL** preceding the **SUN:** On the material plane it means an event both unexpected and unforeseen and one which brings clarity, support and comfort. On an abstract plane it indicates that man progresses towards illumination and the awareness of his place in the light.

THE MEANING OF THE MINOR ARCANA

SWORDS

THE ACE OF SWORDS

Abstract meaning: Man must by his own strength penetrate and overcome the course of events. He is forced to struggle.

Practical meaning: Strong action with victory bringing advantage.

Inverted: Violence, sudden arrestation of life, murder.

The inverted cards submit man less directly to the physical effects which they represent. Their initial value is not modified but their results are slightly. This is an almost general rule for the minor cards of Swords when inverted.

THE TWO OF SWORDS

Abstract meaning: Harmony.

Practical meaning: Victory without conflict or battle. Passive success.

THE THREE OF SWORDS

Abstract meaning: Struggle upheld by mental strength, ensuring victory over the physical.

Practical meaning: Gain by force or by battle.

THE FOUR OF SWORDS

Abstract meaning: After the struggle, a tendency towards mysticism, growing understanding of the ideal.

Practical meaning: Beginnings of a plan, slow flowering of a realisation.

THE FIVE OF SWORDS

Abstract meaning: Fierce struggle to penetrate to higher planes. Wish to destroy the body in favour of the mind.

Practical meaning: Defeat, struggle without result.

THE SIX OF SWORDS

Abstract meaning: The liberation of matter.

Practical meaning: Force or security.

THE SEVEN OF SWORDS

Abstract meaning: A wish to destroy, not only by material means such as armaments, but also by mental ones, e.g. acts of magic.

Practical meaning: Ephemeral realisations. Disappointment in a family or amongst several people having a common interest.

THE EIGHT OF SWORDS

Abstract meaning: This card has powerful undercurrents and possesses no meaning in the abstract sense.

Practical meaning: Heavy and overpowering, it marks despair because of the evil undercurrents that it attracts.

THE NINE OF SWORDS

Abstract meaning: The struggle of matter working towards evolution. The struggle of all living things. The aspirations of matter towards a greater effort towards liberation.

Practical meaning: Desire to succeed.

THE TEN OF SWORDS

Abstract meaning: The beginning of harmony between evolved matter and the things of the mind.

Practical meaning: Agreement, equilibrium, understanding.

THE KNAVE OF SWORDS

Each Knave implies the obligation of effort and work.

Abstract meaning: Defensive and agile intellect triumphing without violence over matter.

Practical meaning: Defence against the blows of fate.

Inverted: Oppression by matter. Powerlessness in the face of strong forces.

THE KNIGHT OF SWORDS

Each Knight indicates activity to escape from chaos in order to evolve.

Abstract meaning: What appears bad is good, events which seem troublesome take a turn for the better.

Practical meaning: Good news.

Inverted: It brings news of a disaster.

THE QUEEN OF SWORDS

Each Queen indicates the spoken word, good or bad advice, temperance.

Abstract meaning: Calumnious will.

Practical meaning: Unpleasant advice, slander, evil words.

Inverted: Destruction bearing fruit.

THE KING OF SWORDS

Each King signifies the power of temporal domination.

Abstract meaning: Supremacy. Sanctions taken by force can only be controlled by force.

Practical meaning: Alteration of events by force, threat of conflict. Justice is enforced by the sword. Matters are only settled by war.

Inverted: Unremitting conflict.

CUPS (or CHALICES)

THE ACE OF CUPS

Abstract meaning: Great psychic protection, knowledge which will be realised.

Practical meaning: Plans, latent thoughts, ready to be put into action, but whose meaning is still hidden.

Inverted: Benefits are scorned.

In general the inverted cards of Cups mean that the events interpreted on a physical plane will unremittingly take place and are final. The upright Cup means abundance and when inverted shows that it can no longer hold anything.

THE TWO OF CUPS

Abstract meaning: Possession, in the realm of occult power.

Practical meaning: Separation, disagreement, either physical or in the realm of thought. Parting, divorce. When it is a matter of money interests—shared fortune.

Inverted: A temporary separation.

THE THREE OF CUPS

Abstract meaning: Spiritual riches brought about by a balance between the physical and the mental.

Practical meaning: Irregular, intermittent, plenty. Fruitful contribution by the union of two beings.

THE FOUR OF CUPS

Abstract meaning: Plenty as a result of agreement and equilibrium.

Practical meaning: Difficult agreement.

THE FIVE OF CUPS

Abstract meaning: Lack of harmony.

Practical meaning: Indefinite plan which comes to nothing. It also means prosperity in material things, but not a lasting one. A plan which does not achieve its aim.

THE SIX OF CUPS

Abstract meaning: Equilibrium.

Practical meaning: Assured and durable success because it is perfectly balanced. Immobility. A state of affairs which cannot be deranged.

THE SEVEN OF CUPS

Abstract meaning: Difficulty in the realisation of a happiness of the mind and in raising oneself above matter.

Practical meaning: Pleasure, transient joys. Realisations believed durable and which are not. Disappointments.

THE EIGHT OF CUPS

Abstract meaning: Abandon of the psychic, return to matter, mental imbalance.

Practical meaning: Alone, in the game it means agreement and success unless influenced by the cards around it.

Inverted: Disappointment, without success, reversal of fortune.

THE NINE OF CUPS

Abstract meaning: The joy of realisation or aspirations of the mind. Success in the realm of intellect.

Practical meaning: Success in all projects, especially those based on, and concerning, matters of the heart.

THE TEN OF CUPS

Abstract meaning: Separation of matter and mind. Burning need for evolution. Violent separation of all material links in view of a spiritual evolution.

Practical meaning: Transition, passage from life to death, halt.

THE KNAVE OF CUPS

Abstract meaning: Spiritual and moral riches obtained as a reward and giving full satisfaction.

Practical meaning: Work is rewarded and gives wealth.

Inverted: Happiness, in affections and wealth, is elusive.

THE KNIGHT OF CUPS

Abstract meaning: Frail destiny.

Practical meaning: Passing destiny which must be seized.

Inverted: Shattered, broken destiny.

THE QUEEN OF CUPS

Abstract meaning: Her wisdom prevails.

Practical meaning: Prudence, good advice.

Inverted: It keeps the quality of its advice, it does not change meaning, but it will be disregarded.

THE KING OF CUPS

Abstract meaning: Knowledge and abundance.

Practical meaning: Possessions safeguarded and protected, inalienable riches.

Inverted: Enforced downfall of something which seemed unalterable. A serious move.

MONEY (or COINS)
(but if the symbol on the card is ★ PENTACLES)

THE ACE OF MONEY

Abstract meaning: Material success by invoking aid from on high.

Practical meaning: A card of chance whose effects are delayed or hastened according to its place among the cards which surround it, for it is neutral and gives no information by itself.

When inverted, the cards of money from the Ace to the Ten have no importance.

THE TWO OF MONEY

Abstract meaning: Man can elevate himself by thought. His success on a physical plane will be subordinated to his actions on a psychic plane, when these are in agreement with his conscience.

Practical meaning: Alliance in every sphere. Spiritual and physical riches.

THE THREE OF MONEY

Abstract meaning: Forces taken from the occult to obtain realisations in the physical world.

Practical meaning: Equilibrium which is only relative.

THE FOUR OF MONEY

Abstract meaning: A card which stands for the expansion of the psychic and equilibrium between different planes.

Practical meaning: Halt, plan brought to a halt by contingencies which hold it fast. When it is modified by the cards around it, it no longer means abrupt halt but rather a great reversal.

THE FIVE OF MONEY

Abstract meaning: This card means that the human reason should be able to come to terms with immaterial knowledge.

Practical meaning: Attack on the physical life of the individual. Collective but haphazard movement, or an uncertain period becomes settled. This card is essentially malleable and open to influence by the surrounding cards.

THE SIX OF MONEY

Abstract meaning: Psychic force exerting its authority over the elements.

Practical meaning: Success in undertakings. Sure judgment in decisions. Stabilisation in the midst of uncertainty.

THE SEVEN OF MONEY

Abstract meaning: Cosmic harmony. Equilibrium between matter and the psychic.

Practical meaning: Indecision, lack of precision, difficulty. It is a card which influences those around it rather than being influenced by them.

THE EIGHT OF MONEY

Abstract meaning: Equilibrium of extremes in every realm. Harmony of the worlds.

Practical meaning: This card which has great strength in the abstract, loses much of its worth in the practical realm, for it is influenced by the cards around it. It can mean violent arrestation of an event, but equally well success or stability, accord-to the cards which surround it.

THE NINE OF MONEY

Abstract meaning: Unattainable agreement between the spiritual and the material.

Practical meaning: Difference of agreement, concealed, unknown and latent plans.

THE TEN OF MONEY

Abstract meaning: Success, agreement, equilibrium.

Practical meaning: Satisfaction, complete joy, equilibrium.

THE KNAVE OF MONEY

Abstract meaning: Material work to ensure existence.

Practical meaning: Disinterested work bringing riches as a reward.

Inverted: Tentative advance, mediocre results.

THE KNIGHT OF MONEY

Abstract meaning: Fortune or attainment cannot come from laziness.

Practical meaning: Success due to force, perseverance and will.

Inverted: Discouragement, abandon of the struggle.

THE QUEEN OF MONEY

Abstract meaning: Struggle to acquire and difficulty in keeping that which is acquired.

Practical meaning: Disappointment in a given situation due to lack of wisdom.

Inverted: The sale of possessions.

THE KING OF MONEY

Abstract meaning: The occult and fatal action of the cosmic forces.

Practical meaning: Possessions in a precarious state.

Inverted: It does not change its meaning because it is already unstable.

CLUBS (or WANDS)

THE ACE OF CLUBS

Abstract meaning: The power of man over matter.

Practical meaning: Success due to force.

Inverted: Force will be overcome, the result obtained by force will be annulled by another force.

THE TWO OF CLUBS

Abstract meaning: Occult knowledge.

Practical meaning: Unfavourable influence, for in physical matters this card holds an evil power. It destroys the kindly influences of the cards around it.

Inverted: The meaning remains the same.

The cards of clubs from Two up to Ten when inverted, do not modify their meaning.

THE THREE OF CLUBS

Abstract meaning: A card of departure, beginning groping advance, research.

Practical meaning: Success in an undertaking. It is not a master card. It is not easily interpreted in isolation as it is influenced by those around it.

THE FOUR OF CLUBS

Abstract meaning: Tendency towards psychic equilibrium.

Practical meaning: Solid basis, agreement in a durable enterprise yielding a fruitful result. This is more of a master card than the other, for its presence can destroy or neutralise unfavourable cards around it.

THE FIVE OF CLUBS

Abstract meaning: A wish to understand and penetrate mysteries without, however, impeding material life. An indeterminate card.

Practical meaning: Plan, whose outcome cannot be determined.

THE SIX OF CLUBS

Abstract meaning: Halt in the evolution of things to allow something to be brought to perfection.

Practical meaning: Victory, but only on an earthly plane, in practical matters. A firm, stable card.

THE SEVEN OF CLUBS

Abstract meaning: This card does not have its basis in the universal, therefore its action is not unalterable, but variable.

Practical meaning: Violence, violent break, conflict because its balance seems to be upset by an event which abruptly breaks it, and by all whose nature it is to disrupt matter or sensation.

THE EIGHT OF CLUBS

Abstract meaning: Card of transition between life and death.

Practical meaning: It means a fresh beginning, birth or new life, or according to its surroundings, separation, break or death.

THE NINE OF CLUBS

Abstract meaning: Desire to attain the regions of the psychic, going beyond the bounds of physical safety.

Practical meaning: The card signifies the abstract or physical sciences.

THE TEN OF CLUBS

Abstract meaning: Temporary power in the realm of the psychic.

Practical meaning: Difficulties, plans which do not succeed or only do so with difficulty. With other cards it indicates halt, sterility.

THE KNAVE OF CLUBS

Abstract meaning: Man faced by difficulty becoming aware of his forces and who can prevail or stagnate according to his abilities.

Practical meaning: Hard work with chances of success.

Inverted: Powerlessness, yielding in the face of effort.

THE KNIGHT OF CLUBS

Abstract meaning: Providential aid.

Practical meaning: Support is given in everything. Protection, support and strength brought by the unknown.

Inverted: The protection is simply delayed because this card has a firm energy, which defies destiny and acts in spite of it.

THE QUEEN OF CLUBS

Abstract meaning: Fatality prevails in all domains.

Practical meaning: Defence by means of brutality. Passionate anger. Stubbornness, efforts to avoid the blows of fate.

Inverted: Its force is lessened, same meaning, but weakened.

THE KING OF CLUBS

Abstract meaning: Spiritual force brings mediation in discussions.

Practical meaning: Moral support.

Inverted: The intervention in the discussions will not be necessary. Such an action would be superfluous as the discussions are able to come to an agreement on their own.

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~~[illegible]~~ numbers are
Small
Swords

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